
Title: SERVANTS OF ORDER

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Over the years, we who follow Order have devised a number of ingenious servants to simplify our lives. The earliest attempt is known as the "Animated Suit of Armor". Though automatons have made these nothing more than curiosities, some functional units are still in use today (e.g. the Fiend's Domain, but I implore you not to go exploring just to see one). The animated suits of armor have picked up many nicknames, such as "Suits," "Brass-brains," "Dummies," etc. They are severely limited in capability, able to understand but a few words, and even then are more than likely to forget orders more than three words in length. They were used primarily as guards, for they could take more damage than a human guard and were replaced easier if slain than a man would be.

The next achievement, representing a significant leap in servant design, was the "Brass Automaton." These are still used (particularly by frontier outposts such as Serpent's Fang) because they are far more intelligent than animated suits of armor and less costly to create than iron automatons (see next page). Their main

drawback is that, like the animated suits of armor, they cannot be re-used once they are slain.

Most commonly used are the "Iron Automatons." Since they are considered the standard servant in our time, they are referred to simply as automatons. Iron automatons are slightly stronger, quicker, and more resilient than brass automatons as well as slightly more intelligent. The greatest advantage, however, is that if an iron automaton is slain, it can be reactivated. The spell used, Create Automaton, is found in nearly every wizard's spellbook. These advantages do not come free, however; they are more costly to initially create and drain more mana and reagents than the lesser servants.

The greatest of all the automatons are not servants at all. The Lords of Discipline are automatons with the minds of the greatest warriors transferred into their bodies. They are unsurpassed in strength, speed, intellect, and resilience, and have thus far proven to be the determining factor in the war. It is to this culmination of our knowledge that we, the followers of the Serpent of Order, shall emerge triumphant in our struggle with the misled followers of Chaos.